SHONEN JUMP'S

ONE PIECE™

GRAND ADVENTURE™

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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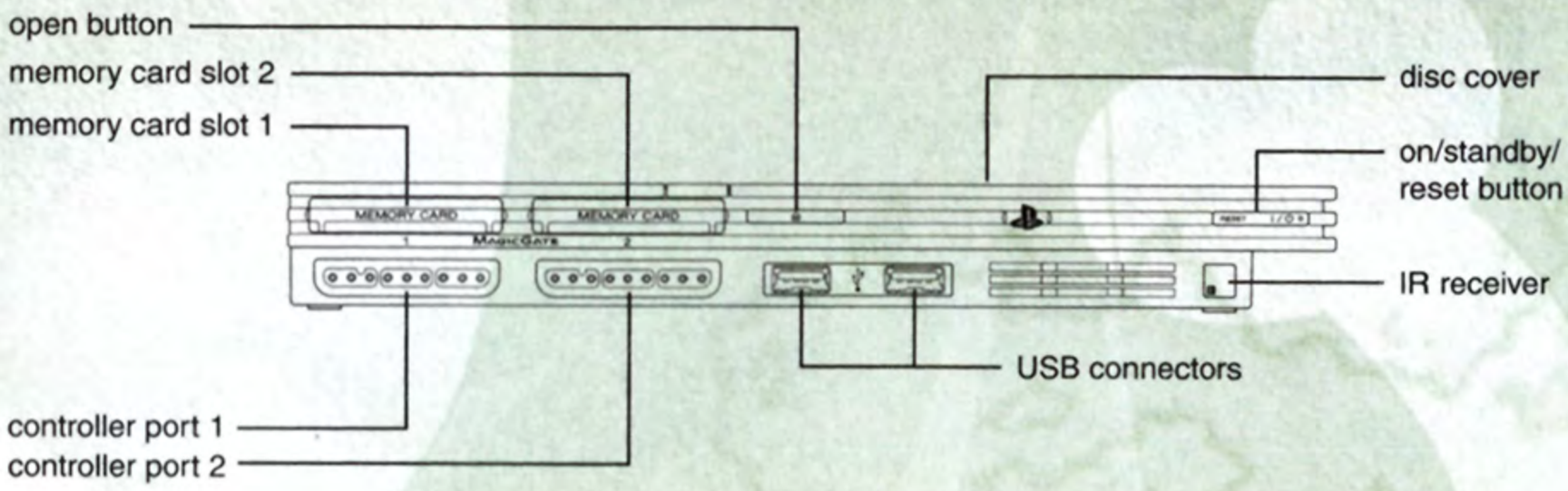
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **One Piece™: Grand Adventure™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least **89KB** of free space on the memory card is required to save **One Piece™: Grand Adventure™** game data. This title saves game data to MEMORY CARD slot 1 only.

You can load saved data from the same memory card or from any memory card containing previously saved **One Piece™: Grand Adventure™** game data (➡ *page 15*).

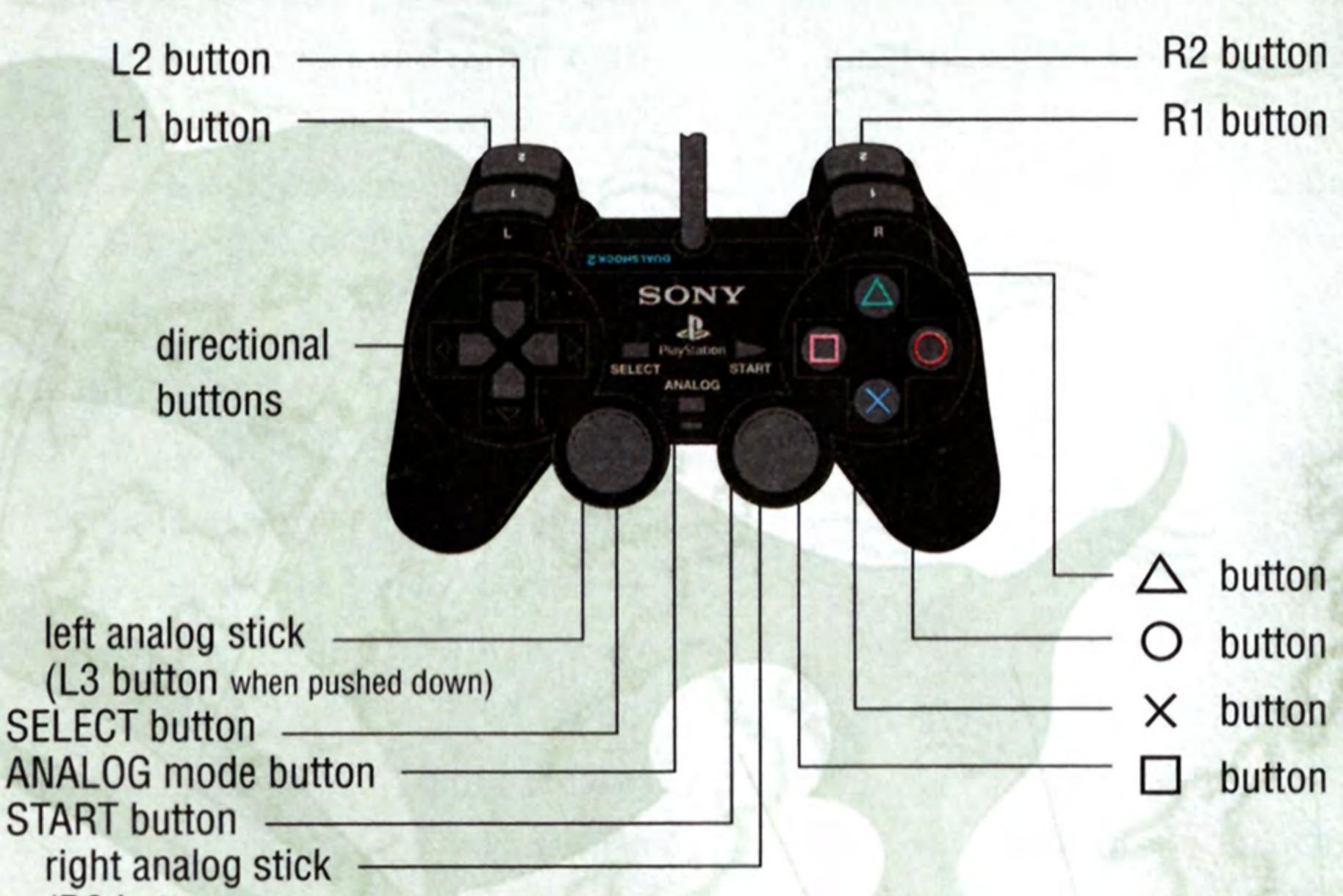
IMPORTANT NOTE

If a memory card containing **One Piece™: Grand Adventure™** saved game data is properly inserted in MEMORY CARD slot 2 when you start **One Piece™: Grand Adventure™**'s Grand Battle Mode Versus Mode, the game data, such as character levels and stats, will be loaded for use in Versus Mode (➡ *page 15*).

Level up your characters in **One Piece™: Grand Adventure™**'s Grand Adventure Mode and challenge your friends to battle with your characters in Grand Battle Mode Versus Mode!

Controller

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONNECTING THE CONTROLLER

Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For two Player games, connect a second controller to controller port 2. You can reconfigure the controls (➡ *page 4*) and toggle the vibration function **On/Off** in Options Mode (➡ *page 15*). When the vibration function is **On**, the controller will vibrate in response to game events.

SAVING AND LOADING GAME DATA

One Piece™: Grand Adventure™ has an Autosave feature that can automatically save **One Piece™: Grand Adventure™** game play data such as play time, unlocked hidden features, and battle statistics.

The Autosave feature does not save Grand Adventure Mode stage clear data, however, so be sure to save your progress frequently from the Pause Menu Options Menu (➡ *page 15*) while playing Grand Adventure Mode!

Controls

MENU CONTROLS

START button . . . . . Pause Game/Open Pause Menu

left analog stick/directional buttons . . . . . Highlight menu item

✕ button . . . . . Select menu item

△ button . . . . . Previous screen/Cancel/
Options Menu (Sea Map only)

BASIC BATTLE CONTROLS

left analog stick . . . . . Movement

✕ button . . . . . Attack forward/Throw held item

○ button . . . . . Attack up/Swing held item

□ button . . . . . Throw attack/Grab or Drop item

△ button . . . . . Jump

△ then △ button . . . . . Double Jump

△ then ✕ or ○ buttons . . . . . Air Attack

R1 or R2 button . . . . . Guard (in time to attack = Bingo Guard)

ADVANCED BATTLE CONTROLS

L1 or L2 button . . . . . Trigger Skill Gauge attacks (➡ *page 5*)

R1 or R2 button + left analog stick . . . Dash (only toward enemy Player)

R1 or R2 button + ✕ or ○ button . . . . Ranged Attack

R1 or R2 button + □ button . . . . . Specialty Attack

✕ + ○ buttons . . . . . Strong Attack (crush enemy's guard)

△ then ✕ + ○ buttons . . . . . Air Ranged Attack

△ then R1 button . . . . . Quick Drop

✕, ○, △, □, R1, R2 buttons . . . . . Recover from a knock-down
or Quick-Stand
(+ left analog stick = Rolling Stand)

directional buttons . . . . . Individual character action

Command Chart

The controls on page 4 are just the basics to get you started on your way to becoming the **Battle King of the Pirates**. Press the START button during the game and select **Command Chart** to view a complete list of attacks, Combos and Skill Gauge attacks for your current fighter.

Skill Gauge Attacks

Note: In the attack controls described in the following sections, L1 or L2 + (△, ○, ✕, □) buttons = while holding the L1 or L2 button, press the indicated buttons one after another.

SKILL GAUGE AND COINS

The Skill Gauge is located below the Stamina Bar. Collect the Coins *(➡ page 16)* that appear by breaking Item Boxes and other objects in each stage to raise the Skill Gauge a maximum of 3 levels. Use this gauge to release stronger than normal attacks!

ACCEL-HEAT

ACCEL-HEAT LV.1

L1 or L2 + △ button (cost: Lv.1 Skill Gauge)

This action can be performed while moving, jumping, taking damage and being knocked down, as well as during Combos and Super Attacks. Doing so cancels the current action and allows you to make your next move immediately. Use this to turn the tables on your enemies and string together Combos that weren't possible before!

ACCEL-HEAT LV.2

L1 or L2 + (△, △) buttons
(cost: Lv.2 Skill Gauge)

This technique sends enemies into the air, making all attacks unblockable temporarily. Take advantage of this opportunity to string Combos together! Just watch out because you can't block during it either.

ACCEL-HEAT LV.3

L1 or L2 + (△, △, △) buttons
(cost: Lv.3 Skill Gauge)

In addition to the Lv.2 effect, this technique boosts your speed and lets you charge and stun enemies with Dash. This is your chance to hit them with an awesome Combo!

SUPPORT ATTACK

L1 or L2 + (□, □) buttons = Call in selected Support Character (cost: Lv.1 Skill Gauge)

A support character will appear and fight alongside you according to his or her support type. Once the support character's Stamina Bar is fully depleted, he or she will disappear. There are over 50 support characters in all. Set out and find the best combinations!

SUPPORT TYPES

JUMP

Jumps above opponent's head and repeatedly crashes down. Homes in on the enemy regardless of his level, but the attack from mid-air is easy to avoid.

GUN

Fires shots all around without moving from where the character has appeared. Stay within firing range to give yourself an advantage on the battlefield.

DASH

Searches for and rushes to directly attack the enemy. Ineffective against significantly higher-level enemies.

AREA

Attacks in a set area without moving. Enemies will not be hurt if they stay away, but this support type is very powerful, has lots of stamina and is hard to defeat.

RECOVERY

Restores health to the Player who called him or her when nearby. Rather than run away from this type, opposing Players should try to prevent their opponent's health from being restored.

RIDER

Enables faster movement and attacks by riding on the support character. There are 2 ways to attack enemies: with a charge attack that deals damage just by touching enemies, or with an unblockable attack that can be executed repeatedly with the ✕ or ○ button. Press the △ button to dismount and act independently. You can also jump back on.

SUPER ATTACK

L1 or L2 + (✕, [character specific]) buttons (cost: Lv.1 Skill Gauge)

Player characters each have 2 types of Super Attacks (members of Luffy's Pirate Crew have 3)! Break through and let loose a super powerful attack! You can string Super Attacks together with normal moves, or cancel them with Accel-Heat and perform another Super Attack to create a powerful combination of your own.

SECRET ATTACK

L1 or L2 + (○, ○, [character specific]) buttons (cost: Lv.3 Skill Gauge when hits)

Input the command to start the technique! When it hits, it consumes the entire Skill Gauge (Lv.3) and unfolds into a spectacular Secret Attack! For the last step, press the △ button for Wisdom, the □ button for Strength, or the ○ button for Technique.

ATTACK	DEFEATS	LOSES TO
Wisdom (△ button)	Technique (○ button)	Strength (□ button)
Strength (□ button)	Wisdom (△ button)	Technique (○ button)
Technique (○ button)	Strength (□ button)	Wisdom (△ button)

After the countdown, if you press a button that beats your opponent's button, or if you press the same button as your opponent and tie, your attack will continue and deal even more damage! Also, various bonus actions occur in battle when you win with a character's favorite button. These deal additional damage, so try to figure out what they are. On the other hand, if you lose to your opponent's button, the Secret Attack will end, dealing only minimal damage.

Game Modes

TITLE SCREEN / MAIN MENU

Press the START button on the Title screen to proceed to the Main Menu. Press the △ button to return to the Title screen.

GRAND ADVENTURE MODE (➡ *page 9*)

Experience Luffy and his Pirate Crew's grand adventure! Fight countless battles and earn experience points to level up. Create your own unique Pirate Crew by gathering Players, Support Characters and Loot as you clear stages and sail your ships onward to new areas. By meeting several conditions as you play through the game, you will be able to select new captains and play through their adventures too!

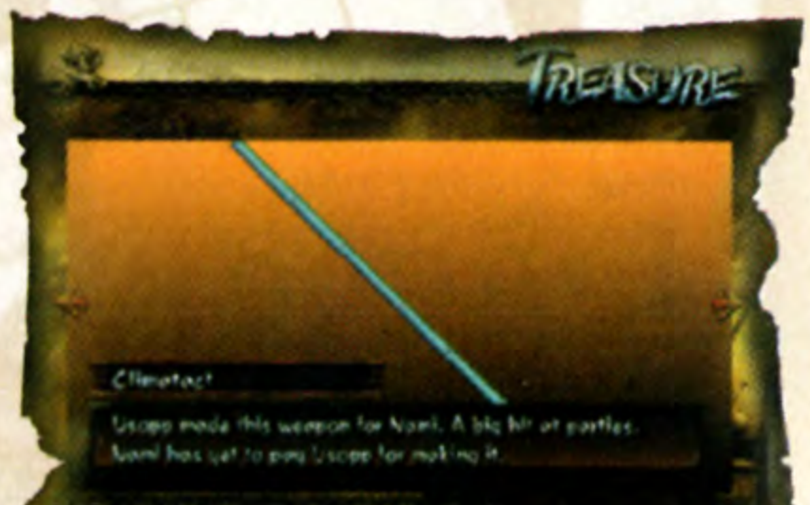
GRAND BATTLE MODE (➡ *page 12*)

This is a battle mode in which you can fight against the computer or a second Player. In addition to the basic **Versus** battle, you can also fight successively in the **Arena** or strive to become the champion in a **Tournament**. Also, you can view your personal battle **Records**, and practice on a computer-controlled opponent in **Training Mode**. Finally, you can play **Special Games** once you meet certain conditions.

You can use the Players and Support characters obtained in Grand Adventure Mode here as well. Insert a memory card containing previously saved data, or input a password (➡ *page 13*) to use your favorites in a battle with your friends!

TREASURE

Enjoy the treasures you've collected! Try to collect all the character profiles and data, voices, BGMs, illustration galleries and more. There are over 100 treasures in all!



CARD COLLECTION

Collect cards by defeating certain enemies in **Grand Battle Arena Mode**. Collect and enjoy over 250 cards from the official card game in 3D!

OPTIONS (➡ *page 15*)

Change various game and controller settings, and save and load the game.

Grand Adventure Mode

CAPTAIN SELECT

This is the main 1P mode! At first, you can only choose Monkey D. Luffy's adventure, but after meeting certain conditions, you will be able to play as other captains. As long as you have the appropriate saved data, you can load a game as any captain. The data and Players you gather are saved collectively, regardless of the captain you are using.

Play through every adventure and try to complete 100 percent of the game! After clearing the game, the amount of loot you obtained will be announced. Clear the game over and over again and collect as much as you can!

SEA MAP AND PORT MOVEMENT

Move the cursor with the L1 and R1 buttons, or use the left analog stick to select the Port you want to dock at. Then press the ⊗ button to view a description of the battle set to take place there. Press the ⊗ button again to move. (You can only move to points that are connected to your current location by a line.)

After you complete an event or battle at a given Port, a new line will appear and you will gain access to new locations.

If you find yourself unable to defeat a strong enemy or if you simply want to gain experience, try revisiting previous Ports to fight extra battles.

SEA MAP MENU

Press the △ button on the Sea Map to display the Sea Map Menu. Press the △ button again to return to the Sea Map.

WORLD MAP

Select from the Sea Map Menu to view the current Sea Area and docked Port. Once you obtain the **Eternal Compass**, you will be able to move to other Sea Areas as well. You can then move freely to Sea Areas that you have access to by selecting the Area on the World Map.

Battle Types

- VS BATTLE
  When a battle occurs against an opposing Player at a Port, various information will display. This includes the Enemy Player Name, Player Level, set Conditions such as various battle objectives and Player status, and conditions for earning Bonuses. Win the battle by meeting the required conditions to gain experience points, various Bonuses
  and Loot. When your character levels up, you progress to the Level Up screen before returning to the Sea Map. If you lost the battle, you can choose either **RETRY, FIGHTER CHANGE** or **RETURN TO MAP**.

VS BATTLE

- RUMBLE BATTLE
  Play a Rumble Battle against several opponents simultaneously at a Port. Set the Conditions and Bonuses and play the game with enemy Players just as in VS Battle.

RUMBLE BATTLE

STATUS

View the name, level, and status for the Battle Player Characters currently in your party.

Password

- The Password for the Player's current level and status is displayed at the bottom of the Status screen. You can input/use this password if GRAND ADVENTURE is displayed at the bottom of the Status screen (➡ *page 13*).

LOOT

View 3D models and descriptions of various rewards obtained from battles and events.

SPECIAL GAMES

There are some Ports at which you can play various Special Games (➡ *page 14*). You can dock at these ports as many times as you like, so there's no reason not to strive to become number one! The reward will certainly be worthwhile.

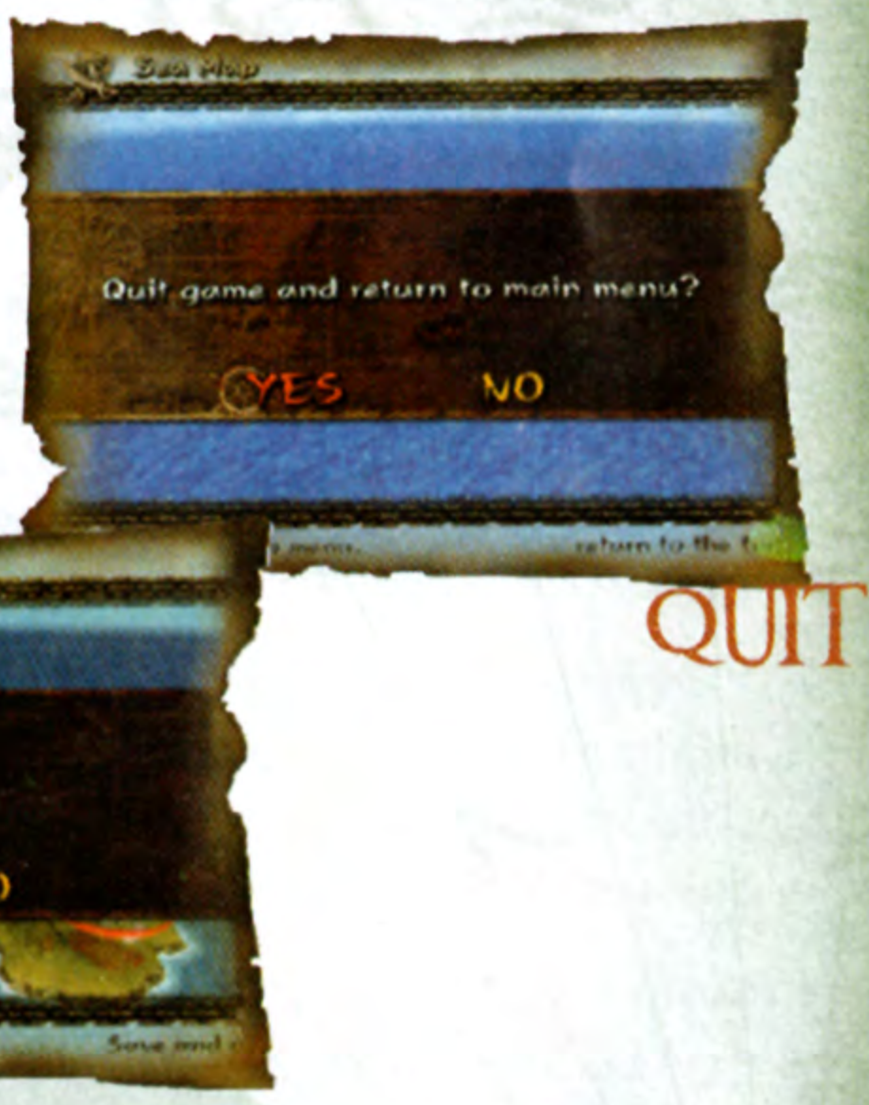
LEVEL UP

If you have earned enough experience points at the end of the battle, you will level up on the Status screen and have the chance to improve one of your character's stats. You may also become able to use new Special and Super Attacks.

- **Health (HP)** — Increase the Health Point gauge. When the gauge has exceeded its maximum length, the extended portion will appear as a different color.
- **Attack (ATK)** — Increase the attack power of standard techniques.
- **Defense (DEF)** — Increase defense power and reduce the damage received from standard attacks and Support Characters.
- **Super (SPR)** — Increase Super Attack power a maximum of 3 times.
- **Support (SUP)** — Increase the attack power and Health Points of the selected Support Character.
- **Item (ITM)** — Increase the attack power of, and reduce damage taken by items.

QUIT / SAVE

Save and end the adventure for the captain you are currently playing as. Choosing YES under Save will overwrite previously saved data for that Captain, so be careful.



Grand Battle Mode

Play a wide variety of battles from Grand Adventure. When playing alone, use the controller in controller port 1. When playing with two Players, insert an additional controller into controller port 2. The number of Player and Support Characters available, as well as the number of stages you can select, increases as you complete various requirements in the game.

VERSUS MODE

Fight a battle against either the computer or a human opponent using any available Player Characters, costumes, Support Characters and stages. Make your choices as follows:

1. **Number of Players Select.** Choose **SINGLE PLAYER** or **TWO PLAYERS** (available when a controller is inserted into controller port 2).

2. **Battle Settings Select.** Set the following options and then choose **PROCEED!**
   - **CPU DIFFICULTY** — Set EASY, NORMAL, HARD or HARDEST for the CPU strength.
   - **# OF WINS** — Choose 1, 2 or 3.
   - **TIME LIMIT** — Choose **60**, **99** or ∞ (unlimited).
   - **1P/2P/CPU HANDICAP** — Decide the handicap from 5 levels.
   - **SKILL GAUGE** — Set the Skill Gauge to be **EMPTY**, **NORMAL** or **FULL** at the beginning of the battle.
   - **ITEM DROP** — Set the appearance rate of Item Boxes to **FEW**, **NORMAL** or **LOTS**.

3. **Player and Costume Color Select.** Select from the available Player Characters and choose the costume color. Members of Luffy's Pirate Crew can select costumes that are available in Grand Adventure Mode.

4. **Support Character Select.** Select either **DEFAULT** or **ALL SUPPORT**, which adds Support Characters you befriended in Grand Adventure.

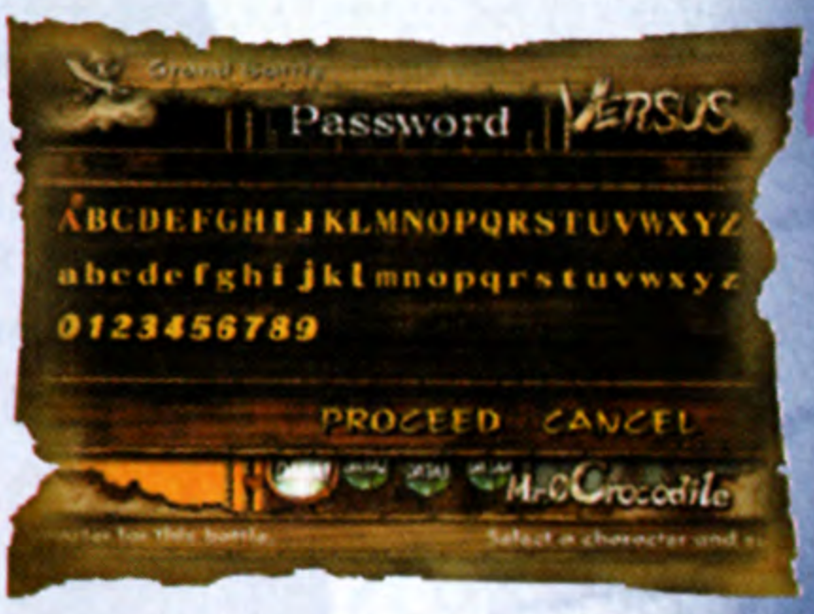
5. **Stage Select.** Select your battle stage from the ones currently available. You can also choose a stage at **RANDOM**, or play each round on a different stage by selecting **VARIOUS**.

USING SAVED DATA IN VERSUS MODE

Saved character data will load automatically when a memory card is inserted. Player 1 data will be loaded from MEMORY CARD slot 1 and Player 2 data from MEMORY CARD slot 2 (➡ *page 2*). On the Character Select screen, press the ◉ button to use the corresponding character.

INPUTTING/USING PASSWORD DATA IN VERSUS MODE

You can use previously built-up characters for 1P, 2P or CPU even without memory card data by using a password. Select a DATA slot at the bottom of the Character Select screen to proceed to the Input screen. Then input the password corresponding to the data from the Grand Adventure Status screen. By inputting the proper password, you can register up to 4 Guest Player Characters. You can overwrite old Guest Characters by inputting new passwords over old slots.

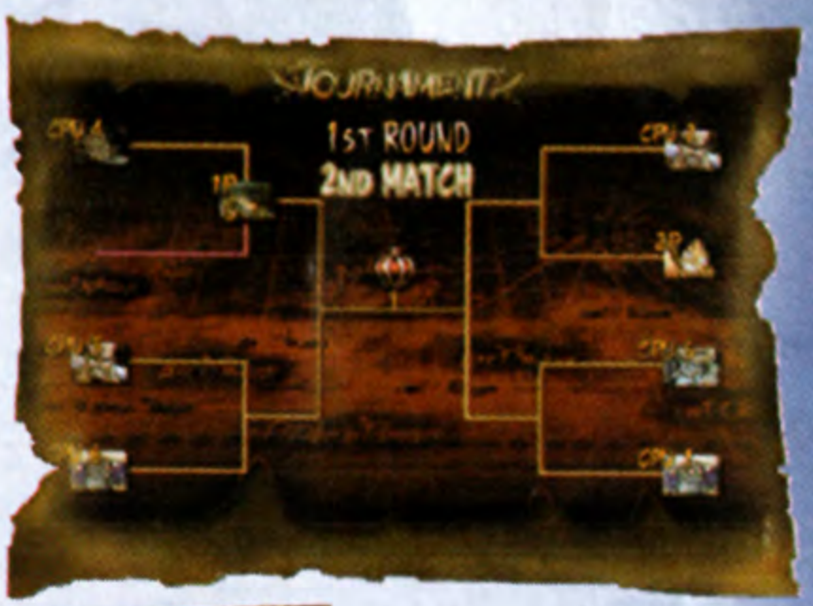


ARENA MODE

Select from various Status Level Ranker CPU Players and fight until you lose. The higher the Ranker you defeat, the higher your Player Ranking will rise. You can also obtain Cards for Card Collection by defeating certain enemies!

GRAND TOURNEY MODE

Play a Tournament Battle with up to 8 Players. The tournament will begin after you set the number of Players, select characters and set the Player Control (**1P/2P/CPU**) option. Only the results will appear after a CPU-Player only battle. After the semi-finals, the losers face off for 3rd place. Finally, the Player who wins the final round is named Grand Champion.



TRAINING MODE

Practice as much as you like on a CPU opponent without using up your Health or Skill Gauges. When you land a successful attack, the number of hits, amount of damage and OK will display. Press the START button to access the Command Chart (➡ *page 5*) where OK appears next to the attacks you performed successfully. As you train, you unlock new behavior patterns for the CPU. You can change the behavior pattern by pressing the SELECT button or by choosing it from the Pause Menu's **Set CPU** option.

RECORDS

Choose this option to see records and play times for Grand Battle Mode, as well as bonuses to Secret Attacks.

Special Games

Unlock the Special Games by meeting various conditions in Grand Adventure Mode battles. The 3 Special Games described in this section are available in the first half of the game. Find more Special Games as you play through Grand Adventure Mode.

BATTLE BOWL

RUMBLE BATTLE *(2P battle possible)*

Defeat all enemies within the time limit. In 2P battles, the Player who has defeated the most enemies at the end of the time limit wins! (You cannot use Secret Attacks in this mode.)

SPOTBILLED DUCK RACE *(2P battle possible)*

Unlike normal battles, in this game you press the left analog stick ⬆ to accelerate, ⬇ to decelerate and either the ✕ or ○ button to attack. Take control of your Spotbilled Duck and head for the goal! Just remember: Keep an eye on your health!

BATTLE BOWL *(2P battle possible)*

Defend your own goal while scoring points on your opponent's. Grab the Gaimon with balls on their heads and throw them into the opponent's goal for a point! Watch out! If you toss a Gaimon into your own goal, you score 3 points against your own team!

Options

SOUND

Select **MONAURAL** or **STEREO** (default) sound depending on your speaker setup.

VIBRATION

Turn the vibration function for the Player 1 and Player 2 controllers **ON** or **OFF** (default).

AUTO SAVE

Set this option to **ON** to automatically save your game data after finishing each game and mode. The default position is **OFF**.

MEMORY CARD SAVE/LOAD

Save or load data for Player 1 to and from the memory card in MEMORY CARD slot 1. Data for Player 2 will automatically load from the memory card in MEMORY CARD slot 2 when you begin a Versus Mode game in Grand Battle Mode. (You cannot save, load or auto-save Player 2 data from the Options Menu.)

ADJUST SCREEN

Fine-tune the position of the game screen on your TV screen.

DEFAULT SETTINGS

Return all options to their default settings.

Game Items

ITEM BOXES

Item Boxes yield items when broken. They appear as Wooden Boxes, Barrels and Treasure Chests. Different types of Item Boxes contain set types of items. Knowing which boxes contain which item type can give you a big advantage. Throw Item Boxes at opponents to send them reeling backwards or swing them at enemies to knock them unconscious.

Treasure Chests

Break these for Effect Items and Coins.

Barrels & Wooden Boxes

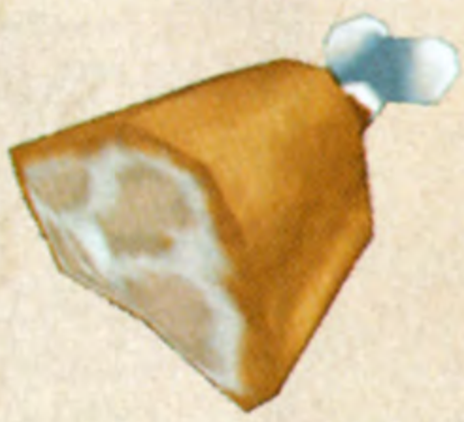
Break these for Attack Items and Coins.

EFFECT ITEMS

Just touching these items has various effects!

Sword

Temporarily raises Attack Power and turns all techniques into unblockable attacks. However, you can't Guard while holding a Sword.



Meat

Restores a small bit of Health.

Small & Large Coins

Restore the Skill Gauge in small and large amounts.

Shield

Temporarily increases defense and enables you to stand your ground, even when hit. However, you can't move quickly while holding a Shield.

Transponder Snail

Automatically summons a support character without depleting the Skill Gauge.

Shoes

Temporarily increase speed. Run into an enemy during a high-speed Dash to knock him off his feet!

ATTACK ITEMS

These items are used to attack enemies directly. Grab, throw and swing them at your foes. Keep on the lookout for even more items that can help you win!

Bomb

Explodes on impact, dealing damage within a set area. You can also roll a bomb by setting it on an incline.

Gaimon

Fires the rifle in his hands.

Poisonous Mushroom

Sends out poisonous spores that poison enemies. A poisoned enemy's health decreases with each action that enemy takes.

4 T Bat

Swing this item at opponents to knock them high into the air.

Oil Can

Coats an opponent in oil. When covered, the character slips and slides all over, making movement troublesome. If the character touches fire, extreme damage ensues!

Burn Blade

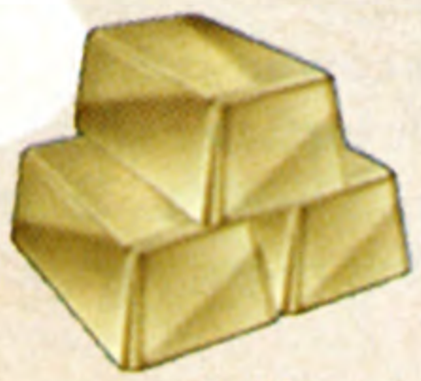
This flaming sword is a powerful weapon, but you can only use it 3 times.

Shell

Emits barbed wire made of mist.

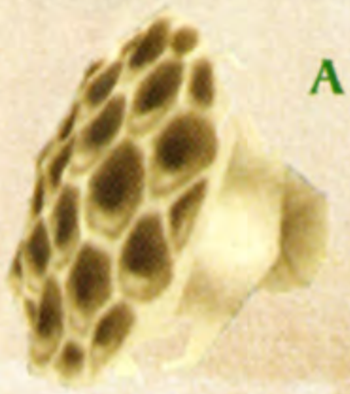
Bonfire

Lights an opponent on fire, and that character rapidly loses Health.



Gold Nugget

Pile up and smash down 3 Gold Nuggets, sending them in 3 different directions. Any character unlucky enough to be hit by a Nugget suffers extreme damage.



Beehive

A horde of bees emerges from within and confuses those it engulfs, preventing them from running in the direction they want to.

Stages

These are the 8 stages you can choose to explore at the beginning of a Grand Battle Mode game. Play through Grand Adventure Mode to unlock tons more hidden stages, gimmicks and situations and play completely different adventures!

FUSHA VILLAGE

Windmills line the home port of Luffy and Trace. The great pirate Shanks and his crew also once hung out here. Cows will go on a rampage and act as a third enemy if attacked, but grab and throw some grass at them and watch what happens. If you can make good use of the rotating blades, you may be able to lift yourself out of sticky situations.

BARATIE SEA RESTAURANT

The restaurant Baratie is owned by Zeff, who once helped out Sanji. However, it was destroyed mercilessly in the struggle between Luffy's Pirate Crew and Don Krieg. The remains of the pirate fleet destroyed by Hawk Eye Mihawk form an unsettling graveyard at sea. Also, the Panda-tailed shark will smash through the floor in search of prey. Falling into the water causes lots of damage, making this a very dangerous stage.

ARLONG PARK

This nerve-wracking stage brings back memories of the struggle with the Mermen led by Arlong. If the sea cow in the central pool sinks, not only will it turn the stage into a watery hell, it will also wash away everything around it. Be careful of these waves.

ROGUE TOWN

This town is known as "The Beginning and The End" because the king of the pirates, Gold Roger, was executed here. As if to predict the coming of a new pirate king, Luffy was suddenly saved from execution by lightning. However, the Navy, refusing to let such a pirate run loose, is set on catching him. They've given the order and are in hot pursuit!

DRUM CASTLE

Drum Castle was shoed away by the unjust King Wapol. The invention of Tony Tony Chopper's teacher has frozen the hearts of the people. The pink snow looks as if it is dusted with cherry blossoms. Throw it at enemies to freeze them where they stand. Wapol and his followers are out for revenge!

ALABASTA KINGDOM

This is the oasis kingdom of Alabasta. Led by Sir Crocodile, the Baroque Works secret society incited a chaotic revolution to turn the oasis into a desert. On the eve before the battle, the royal knights readied oil and canons to prepare for battle. What will be the fate of Princess Vivi and the Straw Hat Pirates?!

EDEN ROCK

The world government's headquarters is here at Eden Rock. The leaders of the government and Navy sit at the seat of justice within the palace. They say that the Seven Warlords of the Sea can be summoned to this sacred land. It seems like gimmicks have no place in this land of justice.

PIRATE SHIP

Stake your pride as a pirate in the battle game Davy Back Fight! Even a giant could ride on one of these ships. Who will the crowd cheer for? But wait, pirates aren't supposed to fight fair! Canon and objects thrown by spectators make this a deadly and desperate chaotic battle!

Characters

MONKEY D. LUFFY

AKA: **Straw Hat**
GROUP: **Straw Hat Pirates**
RANK: **Captain**
ABILITY: **Gum Gum Fruit**
BOUNTY: **30 Million Berries**
FIGHTING STYLE: **Fist**
DREAM: **King of the Pirates**
TREASURE: **Straw Hat**
STRETCHING LENGTH: **72 Gum Gum**

With a dream in his heart, our hero sails the open seas! He'll gladly risk his life for his friends and beliefs!

RORONOA ZOLO

AKA: **The Pirate Hunter**
GROUP: **Straw Hat Pirates**
RANK: **Swordsman**
FIGHTING STYLE: **Sword**
DREAM: **World's Best Swordsman**
VOW: **Never Lose Again!**
WEAKNESS: **Tashigi**

A swordsman who wields three swords to slash all enemies! He'll overcome any challenge to be the world's greatest!

NAMI THE NAVIGATOR

AKA: **Former Pirate Thief**
GROUP: **Straw Hat Pirates**
RANK: **Navigator**
FIGHTING STYLE: **Staff**
DREAM: **Draw World Map**
LOVES: **Money & Tangerines**
ABILITY: **Read the Weather**
WEAPON: **Climatact**

Thief, navigator, surveyor — Nami can do it all! Luffy's crew are mostly goofs, so she keeps them in line.

USOPP

AKA: **The Honorable Usopp**
GROUP: **Straw Hat Pirates**
RANK: **Marksman**
FIGHTING STYLE: **Slingshot**
DREAM: **Warrior of the Sea**
PAST: **Captain of Usopp Pirates**
ABILITY: **Lying**
FOLLOWERS: **8000 people (lie)**
CAN CARRY: **Gives up at 5kg**

His father is Yassop of the Red-Haired Pirates. He has a talent for inventing which helps in unlikely ways.

SANJI

AKA: **Master Chef of the Seas**
GROUP: **Straw Hat Pirates**
RANK: **Cook**
FIGHTING STYLE: **Feet**
DREAM: **Find the Great Blue**
BELIEF: **Feed All Hungry People**
ORIGIN: **North Blue**
LIKES: **Ladies**
DISLIKES: **Creepy Bugs**

Former #2 chef of the Sea Restaurant Baratie, the Bistro of the Brine. He falls madly in love with beautiful women — and has his heart broken as often as he breaks eggs.

TONY TONY CHOPPER

GROUP: **None**
PERSONALITY: **Pure & Genuine**
TREASURE: **Hat**
TRAIT: **Blue Nose**
LIKES: **Sweets**
DISLIKES: **Perfume**

After testing his Cursed Fruit power, he learned to transform seven ways during a fight! He can talk with humans and animals.

NICO ROBIN

GROUP: **Straw Hat Pirates**

RANK: **Archeologist**

BOUNTY: **79 Million Berries**

ABILITY: **Hana Hana Fruit**

DREAM: **Know True HIstory**

PERSONALITY: **Mysterious**

A mysterious woman, she's looking for the Ponecliff, a stone that holds the true history of the world. She's had a bounty on her since the age of 8, and has lived in the underworld for 20 years.

NEFELTARI VIVI

GROUP: **Princess of Alabasta Kingdom**

FIGHTING STYLE: **Attacks with the Peacock Slasher**

TRAIT: **Tomboy**

PET: **Karoo**

WEAPON: **Peacock Slasher / Peacock String Slasher**

She found out Crocodile's plan and spied on his organization, Baroque Works. An excellent fighter, her skills made her a top agent!

TASHIGI

GROUP: **Navy HQ**

RANK: **Sergeant**

FIGHTING STYLE: **Sword**

DREAM: **Collect All the Famous Swords of the World**

WEAPON: **Sharp Sword / Tokiame**

HOBBY: **Looking at Swords**

SUBORDINATES: **Mashikaku (Perfectly Square) Troop**

Tashigi looks exactly like Zolo's best friend Kuina. She enters the Grand Line to settle the score with Zolo. Her sword technique is perfect but sometimes she's a klutz.

WAPOL

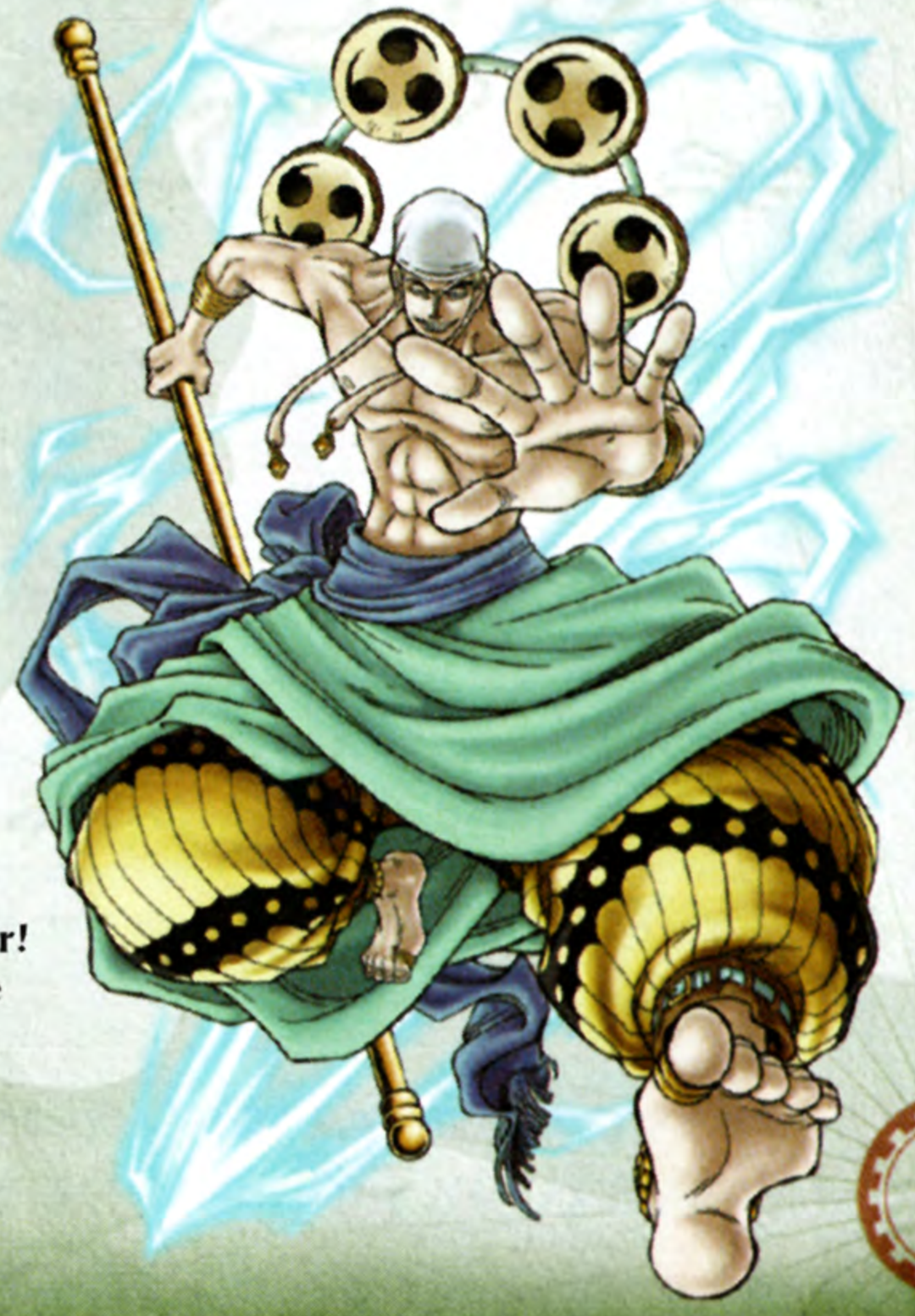
GROUP: **Tin Tyrant Pirates**
RANK: **Former Captain**
ABILITY: **Munch Munch Fruit**
TRAIT: **Spoiled / Shabby**
LIKES: **Those Who Obey Him**
DISLIKES: **Those Who Don't**

Former King of Drum Island. He ditched his kingdom to become a pirate. He wants to be King again. His cursed Munch Munch Fruit power allows him to eat anything in sight!

PORTGAZ D. TRACE
(HIDDEN PLAYER CHARACTER)

AKA: **Heat Fist Trace**
GROUP: **Whitebeard Pirates**
RANK: **2nd Unit Commander**
ABILITY: **Flare Flare Fruit**
TRAITS: **Eats and Runs; Falls Asleep Anywhere**
HERO: **Ward Newgate (aka Whitebeard)**

Luffy's older brother. He has a Cursed Fruit Power, the Flare Flare Fruit — one of the highest power levels of all the Cursed Fruits!



ENERU
(HIDDEN PLAYER CHARACTER)

AKA: **Sky Lord**
GROUP: **Skypiea's "Sole Sky Lord"**
ABILITY: **Rumble Rumble Fruit**
DESIRE: **An Eternal Land**
DISLIKES: **The Weak**

Reigns as the Sky Lord of Skypiea. Conquers people with awesome power! He's a master of the Rumble Rumble Fruit, unbeatable against any other power!

Credits

DEVELOPED BY GANBARION

Producer and Project Leader	Yoshiya Tanaka (NAMCO BANDAI Games Inc.)
Marketing Coordinator	Rachel Lee (NAMCO BANDAI Games Inc.)

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PRODUCTION

Senior Vice President	Naruo Uchida
Senior Product Manager	Atsushi Minowa
Localization Manager	Brian Glazebrook
Associate Localization Producer	Yoshinobu Matsuo
Localization Specialist	Masahiro Knittel

MARKETING & PR

Marketing Director	Yoko Nakao
Associate Product Marketing Manager	In Joon Hwang
Marketing Translator	Tom Huston
Marketing Coordinator	Kristeen Kennedy
Senior PR Manager	Mika Kelly
PR Specialist	Robert Cogburn

QUALITY ASSURANCE

Director of Product Services	Glen Cureton
QA and Customer Services Manager	Chuck McFadden
QA Supervisor	Daryle Tumacder
Senior QA Lead	Mike Peterson
QA Assistant Leads	Raymond Pietz Mark Walker
QA Testers	Brian Ellak Jesus Barragan Abelina Villegas Shin Young
iBeta QA Testers	Joe Williams Darryl Jensen

SPECIAL THANKS

Genichi Ito, Nobuhiro Kasahara, Garry Cole, Makoto Iwai, Brian Schorr, Jae Chang, Ryan Chennault, Jennifer Tersigni, Tom Usher Design, Kohnke Communications, Hanshaw Ink & Image

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